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Unturned 3.15.10.0 Skills detail korosan and 2 collaborators Here I will show you what the experience is, and what are the peculiarities of each skill and skill ... This guide was designed for version 3.0 unturned, and is still being worked on... Don't forget to leave the rating, favorite and maybe even a part!

Please do not copy our work without our permission© as we have worked with it for a long time! Comments Shared skills are improvements that increase player performance for certain tasks, such as shooting, performance, and resource collection. Skills can be purchased using experience from harvesting resources and killing NSW. After death, half of the levels purchased in non-spectacle branches are lost (see It takes a total of 3820 experience to buy all skills without the influence of skills (Which halves the cost of specialized skills) offense icon. Name Description Level Effects (per levels)

Experience Required Overkill Punch and melee with greater force +7% punch/melee damage 10/20/30/40/50/60/70 Sharpshooter Stabilizes recoil and increases accuracy +7% stability/accuracy 10/20/30/40/50/60/70 Dexterity Quicker reloading and hammering +10% reloading/hammer speed 10/20/30/40/50 Cardio Quicker stamina and oxygen regeneration +10% regeneration speed 10/20/30/40/50 Exercise Use less stamina and move faster +5% moving speed, +50% stamina endurance 10/20/30/40/50 Diving Use less oxygen and swim faster and reduce scope sway +5% swim speed, +50% oxygen stamina +10% scope stability 10/20/30/40/50 Parkour Jump higher with less stamina +5% jump height, +10% jump endurance 10/20/30/40/50 In 3.14.5.0 Exercise and Diving skills were tweaked from 100% increase per level of skill to 50% increase per level of skill. Defense defense icon.

Pavadinimas Aprašymas Lygio efektai (per lygius) Patirtis Reikalinga Sneakybeaky Judėti tyliai ir įspėti mažiau zombių, kai crouched arba linkę +11% stealth 10/20/30/40/50/60/70 Vitality Greitesnis sveikatos regeneracija su pilnu maistu ir vandeniu +10% regeneracijos greitis 10/20/30/3040/50 Imunitetas Imunitetas Atsparus bakterijoms, zombiams ir haliucinogenams +10% viruso iššvermė 10/20/30/40/50 Kietumas Mažiau flinchingo ir skausmo poveikio +15% flinch/grayscale iššvermė 10/20/30/40/50 Stiprumas Greitesnis kraujavimas ir kaulų gijimas, mažiau kritimo žalos +10% kraujavimas / kaulų greitis, +15% kritimo žalos iššvermės 10/20/30/40/50 Warmblooded Apsaugotas nuo šalčio, naudoti mažiau kalorijų pašildymo +20% užšaldymo iššvermės 10/20/30/40/50 Išgyvenimas Naudokite mažiau maisto ir vandens +5% maisto / vandens iššvermės 10/20/30/40/50 Palaikymo piktograma Pavadinimo aprašo lygio efektai (per lygius) Patirtis Reikalingas gijimas Efektyviau naudokite gydomuosius elementus +7% gijimą 10/20/30/40/50/60/70 Crafting Think up advanced blueprints 1. Makeshift items 2. the main ones are constructed 3. Complex barricades Cut tree faster +10% +10% outdoors Damage 10/20/30/40/50 Cooking Prepare high quality food 1. Ingredients 2. Snack dishes 3. Official dishes 20/50/80 Fishing Catch fish efishlyntly +20% reaction time 10/20/30/40/50 Agriculture Harvesting crops and plants more efficient +14% yield probability, +3% vintage speed 10/20/30/40/50/60/70 Mechanical repair base and vehicle more efficient +20% repair speed 10/20/30/40/50 Engineer Keep smarter drawings 1. Makeshift Items 2.basic Items 3. complex elements 20/50/80 Random Boost Only one of them can be active at the same time. This skill can be changed at any time by buying it again. The price is always 25 EXP, and each skill has equal opportunities to be selected. There are no updates to these skills. Title Description Effect Hardened Reduced Damage to Zombies. +25% zombie damage endurance Olympic Throw objects continue. +100% ejected speed flight ragdolls and carjacked vehicles gain extra speed. +700% ragdoll/carjack speed Splatteriff Extra blood splatter decals. +700% of the blood Community content is available under CC-BY-SA unless otherwise stated. More Unturned Bunker Wiki Comments Share Skillsets is a list of character traits unturned, allowing the player to choose his role before playing. The selected role determines what items and skills will be given to the player in the game. Feature: Each skillset specializes in skillset. Skills Player specializing will have their experience cut in half, and levels of that skill will not be lost to death. Each skillset also provides appropriate clothing for the nature of the game startup (e.g. the firefighters skillset will give firefighters clothes and the farmer skillset will give the farmer's clothes), but they are disabled by default. This means that you have to turn it on to your server manually to give players clothes. Skillsets: ID Title Skill Specialty Single player wear 0 Civilian n/white shirt pants pants 1 Firefighter helmet Firefighter Top Firefighter Bottom 2 Police Officer Police Cap Police Top Police Bottom 3 Spec Ops Spec Ops Top Spec Ops Top Spec Ops Bottom 4 Farmer Farmer Hat Farmer Bottom 5 Fisher Fishing Hat Fishing Top Fishing Bottom Fishing Bottom 6 Lumberjack Plaid Shirts Corduroy Pants 7 Worker Crafting Mechanic Engineer Construction Helmet Construction Top Work Jeans 8 Chef Chef Chef Top Chef Bottom 9 Thief 10 Doctor 255 All Skillsets (Server Command only) n/a Trivia: Skillsets were originally planned at the beginning of beta version 3.0, but have been replaced by Crime, defence and support. It was later read in version 3.14.3.0. Community content shall be available under CC-BY-SA, unless otherwise specified. If you are one of ~50,000 players addicted to new free play zombies The game, Unturned (known as Unturned 2 during development), then you've already wanted to smash the mouse once or twice. Being alive turns out to be quite pretty many new, inexperienced players, and (let me add from personal experience) it's not exactly nice after spending half an hour staying alive just to die and lose everything. Hopefully you can learn from my mistakes to keep yourself alive! Without further noise, here are 10 survival tips for keeping yourself alive for as long as the ruthless world unturned1. Suicide before spawning near TownWith game, which is about survival, spawning in an optimal environment is pretty much going to do or break your ability to survive. Kind of ironic the first tip is to die, right? I understand that more advanced players will better understand where they are going, but beginners will need some help from the untouched spawning gods. This advice is quite simple: when you spawn, do you see the city on foot? If the answer is No, go ahead and click on the Suicide Esc menu. Wash and repeat until the answer is Yes. 2. Start collecting supplies InstantlyNot only players will look for essentials such as food and water, but the supply also includes weapons, medicines, clothing, and many other different objects can remain alive. While only food and water are necessary, other supplies are about to increase your chances of survival and put you on a quick path to success unturned. Where to find supplies If you follow the first rule of advice above (suicide before spawning near the city), you will already be near the city where these items can be found. Go ahead and find food and water to find various restaurants and houses in the city and loot them. Pizza restaurants carry a greater variety of food than most others, and kitchens at home almost always carry the necessary items. 3. Find backpacks You may have noticed, you can carry only up to 4 items in your inventory at the beginning of the game. Backpacks are the solution to that. By taking a backpack, you can increase the size of your inventory and improve your chances of survival. There are many different types of backpacks, such as knapsack, schoolbag, animal pack, etc., each different stock slot count you get. The more you can carry with you, the better. Not only will you be able to carry supplies to keep you healthy and energetic, but you will also be able to carry a variety of weapons to fend off unwanted visitors. 4. Stock Up on Food and DrinksJust as a real life, staying alive to embrace needs like food and water. This can link to #2, but it is important enough to be your own tip. When the game starts, your hunger and thirst meter will begin to tick, which you can see at the bottom of the screen. This is something you have to observe as you will not be able to survive long without replenishing your hunger and thirst. When both of these gauges reach their limit, your health will be drop as well. On the other hand, if both of these gauges are 0%, your health will start to regenerate. What to eat and not eatMoldy foods should be avoided unless you have antibiotics or vitamins on your hands. At the bottom of the screen there is another bar specially for poison, and you can see how over time accumulates when you start eating rotten food. If you are near a pharmacy, go ahead and try to find clothes and medical supplies. Look for our craft guide if you have problems using found items, just as useless. Tradelf you see the canteen, take it. Since food is easier to find than water, the canteen's ability to store liquid solves the need to find water so often.5. Find which weapon suits you bestNot only contains a variety of foods and drinks, but there are also different weapons to choose from to help you on your player and zombie kill adventures. In Unturned, players can have something of a basic melee machete, a silent, fluctuating crossbow, with many different lethal choices in between. If you are a silent and deadly type, then maybe Pocketknife will be where you excel. If you want to run through the game glory blaze, then Sledgehammer or Fire Axe can be your thing. If you want to pick up your enemies stealthily from a distance (guilty!), then a long-range, rare Timberwolf can be your poison. Once you find out which cold-blooded method of killing is best for you, you can easily overtake cities and farms to collect the necessary items to live. Don't waste too many inventory slots on unusable ammo. 6. Approach Cities zombie-firstNow, you may have problems with your initial loot effort. I know when I first started the game, I would go gung ho running recklessly into cities and farms trying to grab some loot and then a sad effort to surpass the 8 zombies who are now chasing after me. I'll give you one guess of how it ended. I learned that in order to effectively search every corner of civilization, you need to eliminate all threats that could surprise you from behind during your search in advance. Tips on how to fight success If you find yourself being chased down, the farm shift will allow you to sprint, but will deplete your stamina. Keeping W+A/D will also move your character diagonally, which is faster than just moving forward. Always make sure you go back while you're attacking, especially sans weapon. You will take less harm and confuse your enemies. 7. Build ShelterThis may come a little later in the game, but shelter is a must-have for any zombie survival game and that's what you're going to get used to. There are several different ways to do this, the first is to build it from scratch. Warning: It's not easy. Base creation from ScratchFirst you will have to find and traps to lead zombies directly to their death in an effort to get to you. Barricads can mainly be found in military and industrial sites. Traps can be masterfully, which we explain in more detail in our handbook of crafts. You'll also probably want a scrap and an additional light source. Bonfires can be made with 4 stones and 4 sticks. Lights can be found in military bases and factories, but need to operate a generator, and zombies and other players can also be destroyed. Taking over the farma city much easier to go about strengthening yourself, taking over the city or holding is a much more effective way to protect yourself, because the walls and roof are already and can not be destroyed. The only difference between the two is that the basics produced by players can be as big as one can imagine, but can also be destroyed. The structures created already exist, and you get what you get, but they are also there to stay. Farms are a great choice to build a base. Not only are there many fewer zombies than other places on the map, but they are usually among 2 cities. 8. Hunt animals Stay FullYou may have noticed a few pigs or deer running around, but also noticed that they seem to escape when you get too close. These animals, like zombies, can feel your presence and escape when they see you coming. How to kill animalsThere are some effective ways to get those terrible animals on your dinner plate. One of them is obvious: kill them with a weapon. For this method you will need a long-range weapon, preferably with volume. Drop off on unsuspecting animals by pressing Z or X. When in range, use the scope of your weapon to zoom in and kill that animal. Bows are the easiest way to go about it because they are much quieter than any weapon. If you can't find a long-range weapon, don't be afraid. There is another method that works just as well- works them with cars. How to cook your PrizeBe careful because you can't just go ahead and eat the meat you bought from hunting these animals. If you eat, you risk getting sick, which only puts you in an even worse position than you were when you were hungry. To cook food, just open the menu of crafts and connect it with a fireplace to turn it into an edible element. You can also cook your food through the grille you will find in the game, which is usually near the beach, where zombies wear chef hats. 9. Survive through the night again, as in real life, everything becomes eerily more dangerous at night. Not only do more and more zombies spawn at night, but they continue to spawn as you move around the map. Even if you clean up the city, it will become unclear as soon as you walk far enough away from it. Prepare your BarricadesSince zombies to follow you, and slowly destroy any You set them up, it's best to craft some metal doors to find them off. It is best to identify these and traps to make sure you are safe all night, it is also useful to sporadically check that you correct all violations. Stock Up on Supplies If you are scared to brave the outside world at night, make sure you have enough stock to last you overnight. Use the time of day to collect as much as possible, as well as special items that make the night more covered, such as Night Vision glasses at a dangerous airport. Miners' helmets are also a good solution if you happen to find them in any city, or you have stock that one (Construction helmet + burner). Beware where you log offJust like other regular online games, you spawn where you disconnected. Also, you want to make sure that you've disconnected somewhere quite safe, as zombies will replenish overnight. If you sign out in the middle of a field or city, chances are that you will be greeted by a horde of zombies waiting for you when you join. Use the night to your advantageWhen I missed most of the chapter, talking about the dangers of the night, you can also use it for your own benefit. Hunting players will most likely give you lots of rare items and are the fastest way to load your inventory. At night you can go hunting for unsuspecting players, assuming you have the right gear to go about doing it. If you find camouflage gear, you are in good shape. If you find that and a long-range weapon, you will be even better. With enough patience, you can hunt down other players who do not know you are sitting in that bush, then you can reap the benefits of your inventory. 10. Level Your Skills Last, a very important feature of the game to remember is the skills part of the tab menu. Smoothing your skills can do a variety of things, including making it harder for you to kill, reducing your need for food and drink, and many other useful things. Players can manipulate 8 skills, and each of them is just as useful, depending on what approach you take to the game: Survival: Player hunger and thirst increases much more slowly. This skill is recommended to level first, because at the beginning of the game it is difficult to find certain stocks. Stamina: Leveling this skill means that players can sprint, jump, right-click power attacks, and perform other grueling activities more often. This skill should be leveled after the increase in other necessary skills. Sneakybeaky: These skills make it much easier for players to drop off on other players, zombies and animals. Max rank, you no longer need to make any noise while sprinting or running. This skill should be leveled depending on the player's intentions, but not as required by Survival Marksman: Reduces forgiveness and increases accuracy in the long haul such as firearms and hoops. This skill should be left later, after you find a weapon and ammunition. Warriors: This skill increases the damage faced with melee weapons, which means that it is useful only when one of them is present. Outdoors: This reduces the time it takes to make a tree or boulder 1. This is not a high priority skill, and should be left behind later. Craftsman: Leveling this skill allows you to craft items with higher levels of skill. However, there are not many recipes that need it, so there are not many benefits to smooth it out early. Immunity: This skill reduces the amount of disease that is accepted by attacks of zombies and mold food. It also increases healing. This skill can be useful early, if the only food you can find is rotten. As you can tell, these skills can significantly improve the th rate by which you can survive unturned. Using these skills, you can turn a competitive edge on your opponents to make the game easier for you to improve. Good luck to All YouNow that you have some basic rules to success, you're probably much more willing to take on the unturned world. Unturned.

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